Assignment 3 proposal

Dota Game

Basic entities:-

Melee creep, range creep and Tower

Melee creep:

Close range attack

Higher hp, lower damage

Range creep:

Long range attack

Lower hp, higher damage

Tower:

Ranged-attack

High HP, High damage

Outer towers have Lower HP and Lower Damage

Special Entities:-

Siege creep:

High HP, High Damage

Ranged-attack

Will spawn more creeps (2 melee 1 range) when it dies